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DOCTOR • WHO

BATTLES IN TIME

READ THIS WAY FOR
DALEKS
FLIP OVER FOR CYBERMEN!



DALEKS vs CYBERMEN
SPECIAL

DALEK CONTENTS

- 04 Dalek FAQ
- 06 Dalek Wars
- 08 Dalek History
- 10 Brain Busters
- 12 Dalek Top 10
- 14 Daleks VS Cybermen

TARDIS TIN

Keep your special gaming kit away from prying Cyberman eyes in your exclusive TARDIS tin!



JOIN THE DALEKS TO TAKE OVER THE UNIVERSE!

Few are good enough to go to war with the Daleks, but serve us well and we will allow you to live. Before we set off into battle, you must first learn how to think like us. Read this side of the magazine to train in pest control, then face up to the puny Cybermen...

TRAIN WITH THE DALEKS, THEN TURN TO PAGE 14 TO DEFEAT THE CYBERMEN!

COMMON CARDS

www.battlesintime.com

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EVERY PACK CONTAINS THE SAME 8 SHINY COMMON CARDS



YOUR DALEK CARDS

CARD NUMBER

The card's ID number is in the top left corner. All the special Daleks vs Cybermen cards start with DVC.

POWER BAR

You can use these cards in any normal Battles In Time game, but the Power Bar is needed for the board game in this issue.

BONUS

Unlike regular cards, these special cards have unique bonus skills to help you win.

When you oppo

DVC13 **DALEK SEC HYBRID** 

POWER BAR (0 to 100 scale)

INTELLIGENCE	8800	8600
AGILITY	7100	7000
STAMINA	7700	7300
SPECIAL ABILITIES	8400	8500
FEAR FACTOR	7300	7200

When you play this card it decreases your opponent's Special Abilities by 2000.

DALEKS vs CYBERMEN **13/18**

RARITY SYMBOL

The letter in the bottom left corner lets you know how rare your card is:

- C - Common** (these 8 designs are in every Dalek pack)
- R - Rare** (1 of 4 possible original Dalek Sec designs)

SET NUMBER

The first number is the card's number. The second number is the total number of cards in the set.

RARE CARDS

You will have one of four possible rare Dalek Sec cards in your pack, but which one have you got?





DALEKS!

Everything you ever wanted to know about Daleks, but were afraid to ask!

Q What planet are they from?
They come from Skaro, where they defeated the Thal race to take over the entire planet for the Kaleds.

Q Who created them?
They're the result of experiments that a scientist called Davros performed on his own people. He started off trying to create a transport unit for Kaleds who had mutated, but ended up removing their fear and pity, creating the Daleks.

Q What did they used to look like?
Pretty much the same! However, in the past some special Daleks had different coloured casings – just like Dalek Sec – which meant they were different from the standard model.

Q Which planets have they invaded?
It's hard to keep track – they're always invading places! Earth has been invaded many times as well as the planets Spiridon, Exxilon, and Vulcan, an Earth colony.

The vulnerable Dalek mutant is hidden inside the tough exterior.

Weaponry can vary between Daleks, but the standard combination is sucker cup and blaster gun.

These sense globes are packed with explosives to be used as weapons or to self-destruct.

Daleks almost never miss a target thanks to their finely-tuned eyepiece.

From birth to death locked inside a cold metal cage. Completely alone.

Q Who are their enemies?
Not surprisingly the Daleks have made many enemies over the years. Some of their earliest wars were fought against the Thals, the Mechanoids, the Movellans and of course the Time Lords. But as they see all other creatures as inferior – everyone is their enemy!

Q Who are their allies?
In the past, the Daleks tried to create alliances with other galactic powers, but every time tricked their allies. They don't seem to understand the concept of friendship!

Q What is their aim?
Basically, they want to take over all of time and space!

Q How powerful are they?
Very powerful indeed – how else would they get the reputation for being 'the most hated and feared life form in the universe'? It's a good job there's still a Time Lord around to stop them!

Q Do the Daleks travel in space ships?
Generally, they travel in vast fleets of saucer-like spaceships. But the Cult of Skaro travelled through the Void in the Sphere, and could also zip through time and space by activating their emergency temporal shift ability.

Q But can they all travel in time?
Yes they can. Years before the Cult of Skaro emerged, they mastered time travel and used it to attack many different planets in many different times and change the course of history.

Q How do they travel in time?
The Daleks have used different time travel methods over the years. One of their time travel machines was bigger on the inside than on the outside, just like the TARDIS, but they've also used small, portable time machines. They've also been known to use time corridors that link two different places in time and space.

Daleks have no concept of elegance.

THE DALEKS' LOWER CASING IS BASED ON DAVROS' LIFE-SUPPORT CHAIR!

DALEKS ARE NOT ROBOTS – HIDDEN INSIDE THE METAL CASING IS A GROSS, FLESHY MUTANT!

DALEK WARS

Nobody could escape the carnage when the Daleks and Cybermen clashed...



TERROR IN THE STREETS!

From the online blog of V J Ellison...

The normally peaceful and calm streets of Southwark were awash with blasted metal yesterday. Together we all looked on in horror at the monsters taking over our minds and lives.

Our homes were first invaded months ago, in a most sinister way.

We opened our doors and our hearts to what we believed to be the ghosts of loved ones. They would appear regularly every day almost as if they were commanded to. But everyone is still baffled as to how these ghosts transformed into metal monsters – it contradicts the

most basic laws of science.

These terrifying invaders turned out to be the least of our worries when a second alien race arrived, fighting both them and us. Similar scenes of carnage occurred in every street in the country,



SEARCH & FIND

1

How many Dalek blasts can you see in total?

5pts

2

There's a strange-coloured Dalek in the picture – can you spot it?

5pts

3

What's the name of the neighbour mentioned? (clue: read the story)

10pts

4

Count up how many Daleks you can find in the picture.

5pts

5

Have you managed to spot the exterminated person yet?

5pts

TURN TO **CYBERMAN** PAGE 11
FOR THE ANSWERS

but Londoners bore the brunt of the violence. Showing typical Blitz spirit, everyone has pulled together in this time of crisis, and together we are trying to help rebuild our homes and lives. My neighbour Albert Jupp isn't alone as he proudly and defiantly proclaims that Londoners didn't give

up in the face of Hitler, so they won't give up now.

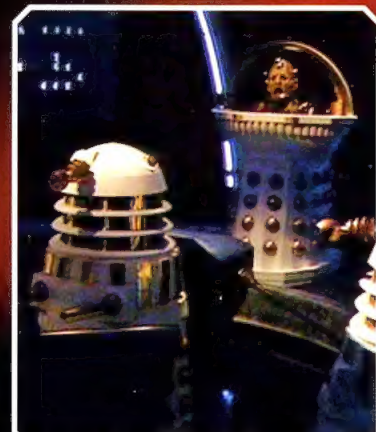
However, not everyone felt as confident yesterday – thousands cowered in their houses, holding loved ones close, unsure what the future would hold under this regime of terror.

DALEK TIMELINE

Follow the Daleks through time, and read all about their treacherous plans...

BIRTH OF THE DALEKS

What's the plan? Davros creates the Daleks through horrible experiments on his own race, the Kaleds. **Did Davros succeed?** The Kaled mutants have all pity and kindness removed. They're put in special travel machines and given deadly weapons – which they eventually turn on their creator.



HAND OF DESTRUCTION

What's the plan? In London, Daleks try to gain control of an ancient Time Lord weapon, the Hand of Omega. **Did they succeed?** The Doctor tricks Davros into using the Hand to destroy both the Dalek fleet and Skaro.

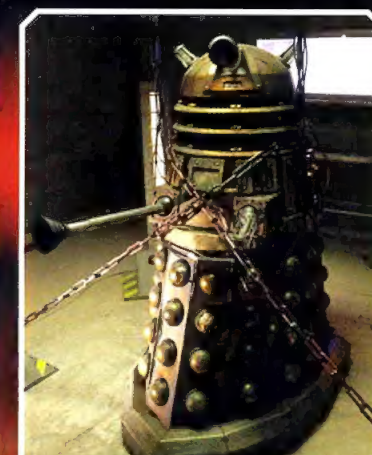


DALEK JAILBREAK

What's the plan? The Cult of Skaro arrive on Earth with the Genesis Ark – a 'Dalek jail'. When the Ark is opened, millions of Daleks swarm out, ready to kill all other life forms... **Did they succeed?** Not really – the Doctor sucks them back into the Void.

DEATH ON THE LOOSE!

What's the plan? A Dalek survivor from the Time War is held prisoner in a museum. Reviving itself with Rose Tyler's DNA, it tries to escape. **Did it succeed?** The Dalek also draws emotions from Rose that lead to it destroying itself.



TERROR THROUGH TIME

What's the plan? When global war breaks out on Earth, the Daleks wait to conquer the survivors and force them into slavery. **Did they succeed?** The Doctor discovers that a 22nd century rebel travelling back in time to stop the war accidentally starts it – causing a time paradox. He puts history back on track, stopping the Dalek conquest.



DALEK DOOMSDAY

What's the plan? The Daleks join forces with aliens to conquer the universe with a doomsday device called the Time Destructor. **Did they succeed?** The Doctor steals a vital component, and the Daleks chase after him. Eventually, the Doctor uses the Time Destructor to exterminate the Daleks.

AD 200,100
(The Parting of the Ways)

AD 4000
(The Daleks' Master Plan)

AD 2540
(Planet of the Daleks)

Late 22nd century
(Day of the Daleks)

c. AD 2167
(The Dalek Invasion of Earth)

AD 2012
(Dalek)

AD 2007
(Doomsday)

AD 1963
(Remembrance of the Daleks)

AD 1930s
(Daleks in Manhattan)

AD 1866
(The Evil of the Daleks)

Distant Past
(Genesis of the Daleks)

EARTH INVADED

What's the plan? The Daleks release a plague, wiping out most of the population, then enslave humans to mine out the core of the planet. They plan to replace it with a travel system that will let them steer the Earth through space like a ship. **Did they succeed?** The Doctor and his friends spoil their plans and repel the Dalek invasion.



DALEK ARMY

What's the plan? On Spiridon the Daleks try to discover the secret of invisibility. **Did they succeed?** The Doctor teams up with a group of Thals – the Daleks' oldest enemies – to stop them. They discover a secret army of 10,000 Daleks, then bury them beneath tons of molten ice.

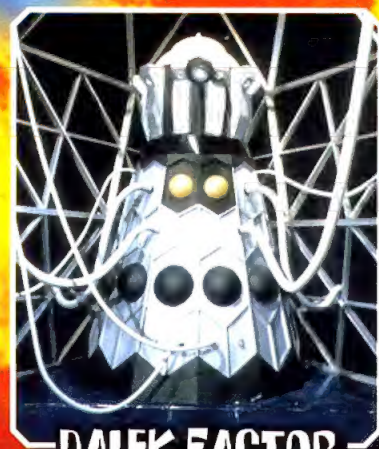
HUMAN HARVEST



What's the plan? The Doctor discovers the Dalek Emperor survived the Time War and has created a Dalek army out of dead humans – and plans to harvest everyone in the world. **Did they succeed?** Rose Tyler, with the power of the Time Vortex flowing through her, wipes out the Dalek force.

DALEK-HUMANS!

What's the plan? The Cult of Skaro turn hundreds of people in 1930s New York into Dalek-Human hybrids. And Dalek Sec makes the move to a human body. **Did they succeed?** The rest of the Cult of Skaro turn on Dalek Sec, then shoot down the Dalek-human hybrids when they oppose them.



DALEK FACTOR

What's the plan? The Daleks want to infect all humans with the 'Dalek Factor' – making them slaves to the Daleks. **Did they succeed?** The Doctor gives Daleks human qualities. A Dalek war breaks out when they question orders, and the entire race is almost destroyed.

THE EMPEROR DALEK'S

BRAIN BUSTERS

THESE PUZZLES ARE
FAR TOO TOUGH FOR
PUNY HUMAN BRAINS!

HOW DID
YOU DO? LOOK AT
CYBERMAN PAGE 11
FOR THE ANSWERS

DALEK DILEMMA

Daleks need to be able to quickly scan through any information. How many times can you find the word DALEK in this grid? They run backwards and forwards in all directions.



TESTING TIMES

1 The Doctor thought what had killed the Daleks?

- a. The War of Time
- b. The Time War
- c. A car crash

2 Dalek Sec is the leader of what?

- a. Dalekianity
- b. Extermination Gang
- c. Cult of Skaro

To fight with us, you need to know all about Daleks, so take this test and see how much more you have to learn...

3 Whose body did Dalek Sec take for his human form?

- a. The Doctor's
- b. Mr Diagoras
- c. Ms Diagonal

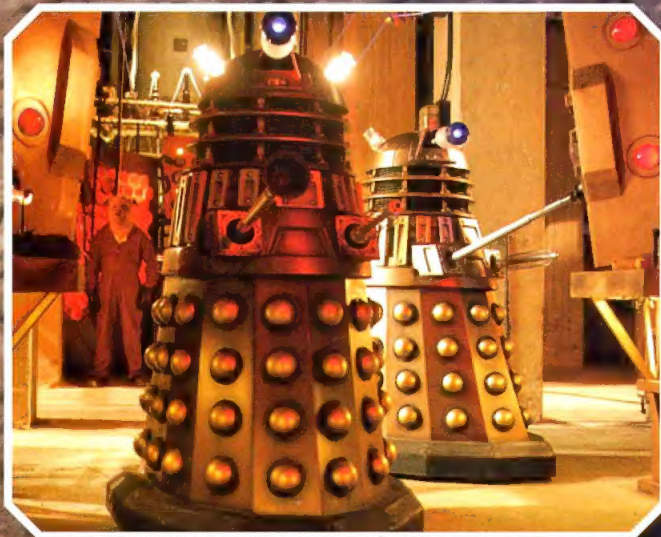
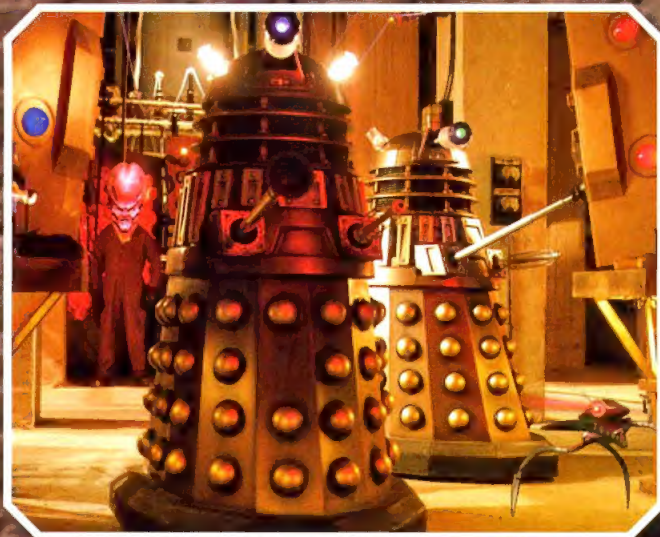
4 What did the Daleks bring with them through the Void?

- a. Genesis Ark
- b. Exodus Vessel
- c. Alpha Boat



SPOT THE DIFFERENCE

Use your Dalek powers of observation to locate the six differences between these scenes...



TARGET PRACTICE!

Follow the paths and work out which of these Daleks-in-training exterminates the most Cybermen.



CYBERMAN PUZZLE ANSWERS



Q4 & Q5:

- TESTING TIMES**
 Q1. a) John Lumic
 Q2. b) Cyber Controller
 Q3. a) The Sphere
 Q4. c) Voidstuff
DALEK WARS
 Q1. There are more
 Dalek blasts
 Q2. 5 Daleks
 Q3. Aberdeen

C Y B U S

- CYBER CRISIS**
 Cybermen B and E
CYBER SPARES
 2 Cybermen
BRAIN POWER

TOP 10 BEST DALEK MOMENTS!

Daleks have exterminated their way through dozens of worlds and countless civilisations. Here's a guide to their most terrifying moments...

THE EMPEROR LIVES!

THE PARTING OF THE WAYS
The Doctor thought the Dalek Emperor died in the Time War, so was shocked to discover the Emperor was still alive, harvesting people from TV shows on the Game Station to rebuild his army.

SPECIAL WEAPONS DALEK

REMEMBRANCE OF THE DALEKS
This Dalek's energy cannon was 50 times more powerful than a regular Dalek gun. It wiped out two Renegade Daleks easily.

SEA OF SHIPS

BAD WOLF
The Dalek Emperor built a secret invasion force above the Earth, which terrified the Doctor when he discovered it.

MAD MUTANT!

DALEK
After killing loads of soldiers in the museum, Van Statten's Dalek opened its casing to reveal a freaky mutant!

KILLING SPREE

DALEK
When Van Statten's Dalek escaped, it shocked all the soldiers by flying, and exterminated all who stood in its way.

DEADLY DAVROS

REVELATION OF THE DALEKS
Davros, the creator of the Daleks, had the petrifying ability to shoot deadly lightning from his finger, or his blue 'third' eye!

GLASS DALEK

REVELATION OF THE DALEKS
Davros once experimented on humans, enclosing their mutant heads in glass Dalek casings. It was a stomach-churning sight!

BRAIN DRAIN!

DOOMSDAY
When the Cult of Skaro extracted data from Dr Singh's brain, they turned his head into a shrivelled and shrunken husk!

DALEK SEC HYBRID...

DALEKS IN MANHATTAN
Daleks have even been known to turn on their own kind. When Dalek Sec became too human, the rest of the Cult of Skaro exterminated him.

DISEASED DALEKS

RESURRECTION OF THE DALEKS
The Daleks became vulnerable to a virus and bits of decaying Dalek sprayed everywhere. Yuck!

EACH PLAYER
IS ONLY ALLOWED
TO PLAY WITH ONE
DALEK SEC OR ONE
CYBERMAN
CARD!

DALEKS



THE ULTIMATE BATTLE

YOU WILL
NEED

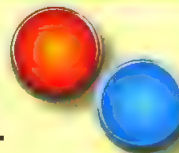
- 4 Dalek cards
- 4 Dalek bases
- 4 Cyberman cards
- 4 Cyberman bases
- 1 normal dice
- 1 Dalek/Cyberman dice



GAME

If you land on a Power Play spot,
throw the Dalek/Cyberman dice and
follow the instructions on the board.

You have to stop at every Card Clash
you pass. At these points you must
go head-to-head with whichever of
your opponent's cards is nearest.



Place two of
your Dalek
counters here.

DALEK

DALEK

Roll the Dalek
dice. If you roll
a Dalek follow
the arrow. If you
roll a Cyberman
miss a go.

CARD CLASH

Stop! Find the nearest
of your opponent's card
and compare power rating
or roll the number dice.
Whoever loses must go
back five spaces.

Roll the Dalek
dice. If you roll
a Cyberman follow
the arrow. If you roll
a Dalek stay where
you are.

Roll the Dalek
dice. If you roll
a Dalek follow
the arrow. If you
roll a Cyberman
miss a go.

DALEK

DALEK

Place two of
your Dalek
counters here.

TRAPPED IN THE VOID!

Stop! This card is stuck in the Void. You cannot move it or use it in a card clash for the next two turns.

CARD CLASH

Stop! Find the nearest of your opponent's cards and compare power ratings or roll the number dice. Whoever loses must go back five spaces.

25

Roll the Cyberman dice. If you roll a Cyberman follow the arrow. If you roll a Dalek miss a go.

27

28

29

13

12

CARD CLASH

30

CONGRATULATIONS

Phew! You've reached here and cannot be captured by your opponent. A Card Clash gets all the pieces here the winner.

23

Roll the Dalek dice. If you roll a Dalek follow the arrow. If you roll a Cyberman miss a go.

24

25

30

29

28

27

26

Roll the Cyberman dice. If you roll a Dalek follow the arrow. If you roll a Cyberman stay where you are.

13

17

16

15

14

CARD CLASH

22

22

21

20

19

8

24

23

25

9

10

11



WELCOMES!
ve reached
safely. Any
that have
e are secure
be taken out
ponent for
h. Whoever
ur of their
re first is
winner!

18
Roll the Dalek
dice. If you roll
a Cyberman follow
the arrow. If you
roll a Dalek stay
where you are.

Roll the
Cyberman dice.
If you roll
a Cyberman follow
the arrow. If you
roll a Dalek
miss a go.

**CARD
CLASH**

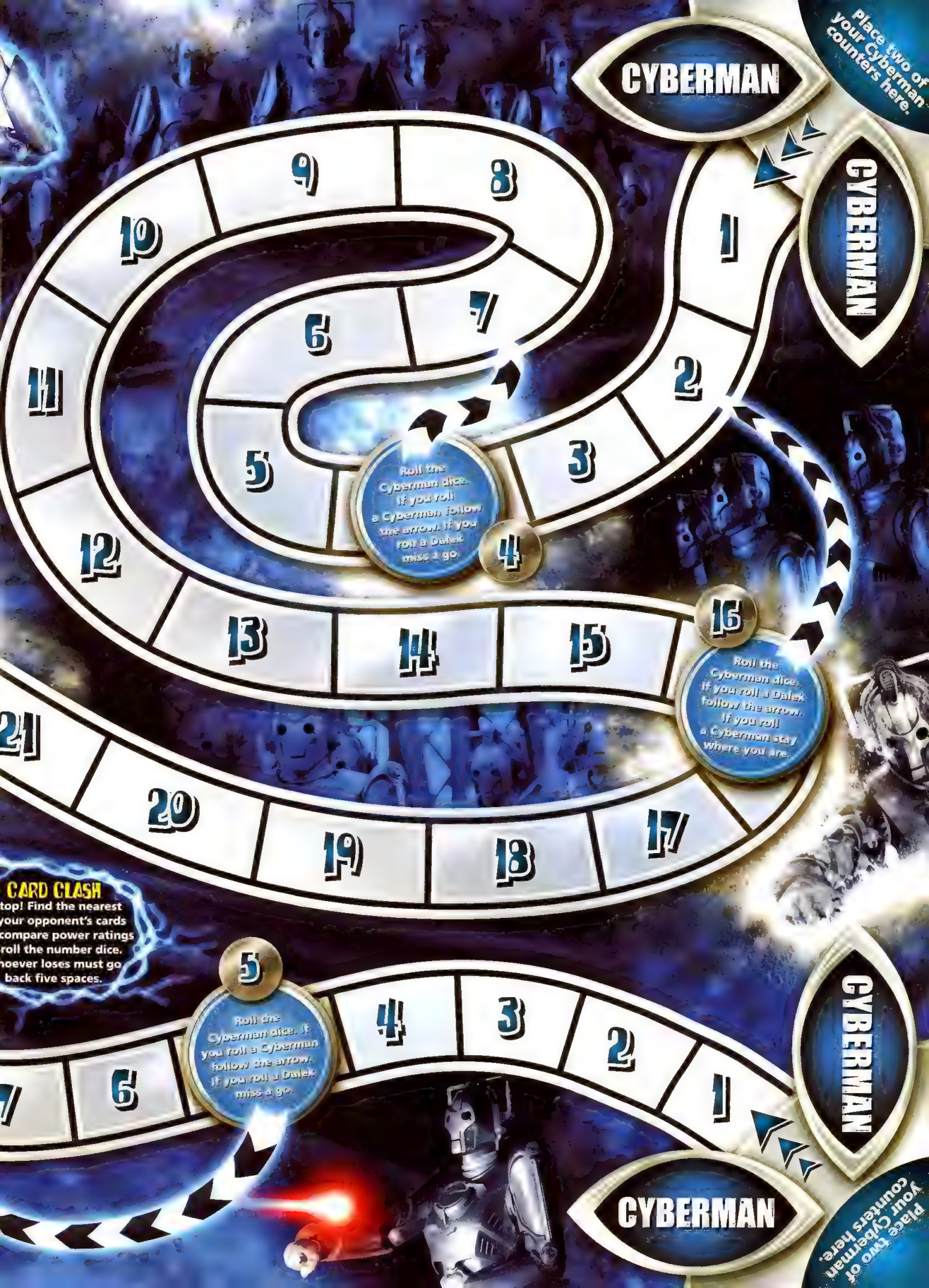
**CARD
CLASH**

CARD CLASH
Stop! Find the nearest
of your opponent's cards
and compare power ratings
or roll the number dice.
Whoever loses must go
back five spaces.

Roll the Dalek
dice. If you roll
a Dalek follow
the arrow. If you
roll a Cyberman
miss a go.

**TRAPPED IN
THE VOID!**
Stop! This card is stuck
in the Void. You cannot
move it or use it in a card
clash for the next
two turns.

26



CYBERMAN

Place two of
your Cyberman
counters here.

CYBERMAN

Roll the
Cyberman dice.
If you roll
a Cyberman follow
the arrow. If you
roll a Dalek
miss a go.

Roll the
Cyberman dice.
If you roll a Dalek
follow the arrow.
If you roll
a Cyberman stay
where you are.

CARD CLASH
top! Find the nearest
your opponent's cards
compare power ratings
roll the number dice.
whoever loses must go
back five spaces.

Roll the
Cyberman dice. If
you roll a Cyberman
follow the arrow.
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miss a go.

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DALEKS vs CYBERMEN

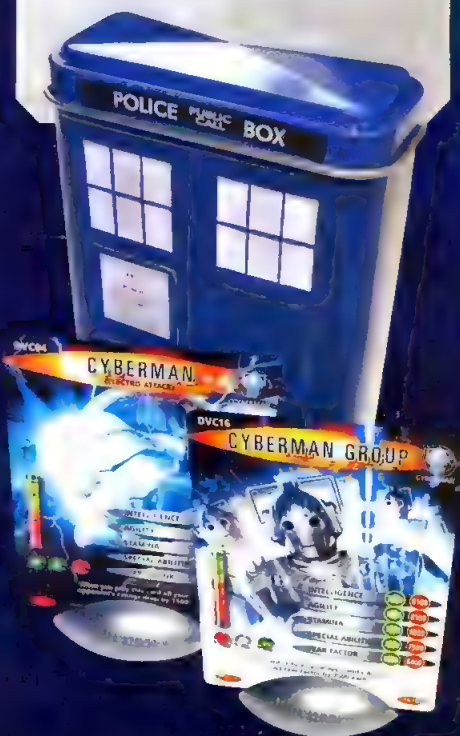
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TARDIS TIN

Make sure the Daleks don't get their plungers on your special gaming kit – store it away in your exclusive TARDIS tin!



ANOTHER HUMAN READY TO BE UPGRADED!

Soon our army will be at full power, but you must be upgraded first. Read this side of the magazine to learn new cyber skills. Then join us as we embark on the ultimate battle against the Daleks...

LEARN FROM THE CYBERMEN, THEN TURN TO PAGE 14 TO BEAT THE DALEKS!

COMMON CARDS

www.battlesintime.com

With thanks to: Kate Beharrell, Lisa Carroll, Steve Cole, Ian Grutchfield, Carl Lyons, Edward Russell, Gary Russell and The Mill

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BONUS

Unlike regular cards, these special cards have unique bonus skills to help you win.

CYBERMAN
(ELECTRO-ATTACK)

INTELLIGENCE	700	6900
AGILITY	700	7600
STAMINA	700	7100
SPECIAL ABILITIES	700	7300
FEAR FACTOR	700	8600

When you play this card all your opponent's ratings drop by 1500.

DALEKS vs CYBERMEN

RARITY SYMBOL

The letter in the bottom left corner lets you know how rare your card is:

- C – Common** (these 8 designs are in every Cyberman pack)
- R – Rare** (1 of 4 possible Cyber Leader designs)

SET NUMBER

The first number is the card's number. The second number is the total number of cards in the set.

RARE CARDS

There are four different rare Cyber Leader cards available – which one was in your pack?

4 POSSIBLE CYBER LEADER DESIGNS!

EACH CYBER LEADER CARD IS HOLOGRAPHIC!

1 IN 4 CHANCE OF GETTING THIS CARD!

WHICH CYBER LEADER CARD DID YOU FIND?

FAQ

CYBERMEN!

Everything you ever wanted to know about Cybermen, but were afraid to ask!

Q What planet do they come from?
The Doctor has met two kinds of Cybermen. One kind are from a version of Earth in a parallel universe. The others come from Mondas, a sister planet to Earth in our universe.

Q How are these Cybermen different?
The parallel Earth Cybermen are covered in metal. But when the Doctor first met the Mondas Cybermen, they had cloth covering their faces and a chest unit which was part of their life-support system.

Q So, who created them?
The people on Mondas were getting weaker, so started replacing parts of their bodies with metal and plastic until they weren't human any more. In the parallel world, John Lumic also wanted a way to strengthen his dying body and to live forever.

Q How can you destroy them?
The Mondas Cybermen can be killed by radiation and, strangely, by gold dust – it clogs their chest units.

"I think they remove the brain and they put it in a suit of armour."

WHO'S THE BOSS?

Q *See, who's in charge?*
The Cyber Controller is their ultimate boss. The Cyber Leader is like a general, which makes the ordinary Cybermen the army.

MONDAS CYBERMEN USED RODENT-LIKE METAL CREATURES CALLED CYBERMATS TO POISON THEIR ENEMIES!

Human brain connected to metal exoskeleton.

Lumic's Cybermen had in-built wrist blasters.

Cybernetic 'bones' and 'muscles' mean the Cybermen can move.

Q How about the ones on parallel Earth?
The most effective way to stop the parallel Earth ones is to make them experience emotion again. Either that, or suck them into the Void!

Q What's their aim?
Their main objective is to expand the Cyber empire by creating more Cybermen out of humans and taking over planets by force.

Q How powerful are they?
A single Cyberman has the strength of 10 men and they never get tired!

Q Where exactly have they tried to invade?
They've invaded the Moon, Telos, Vogra, and Earth, of course!

Q Who are their enemies?
Their main enemies are the Cryons who live on Telos, then there's the Daleks who they fought at Torchwood Tower, and of course the Doctor who just keeps on defeating them!

Q Who are their allies?
They often bribe or hypnotise humans to do what they want, but they don't have any real friends.

Q How do they get around?
In our universe they travel in fleets of warships. In the parallel Earth they use Lumic's airship, but it doesn't go through space.

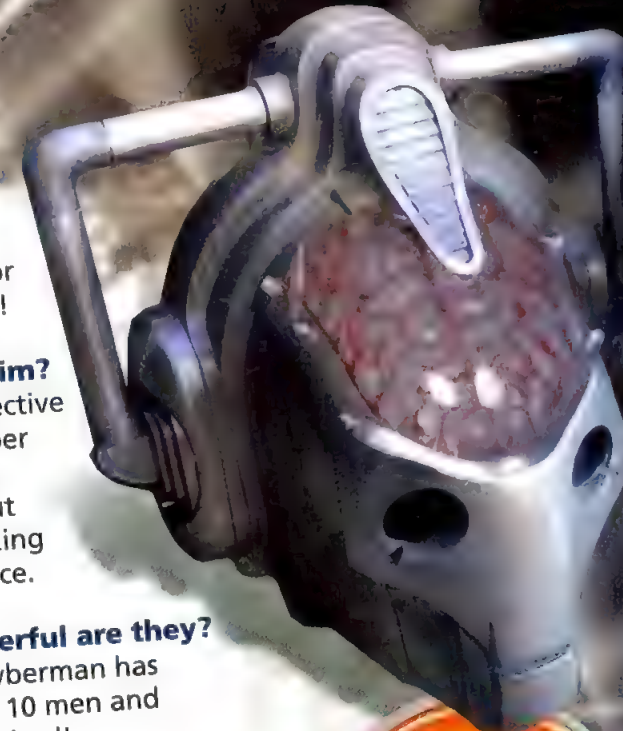
Q Can they travel in time?
The parallel Earth Cybermen didn't travel through time. Cybermen in our universe went back in time to stop Mondas from being destroyed.

Q How did they travel in time?
They captured three time travellers and stole their ship!

CYBERMEN ARE NOT ROBOTS – EVEN THOUGH THEY ARE METAL, THEY'RE STILL PART-HUMAN!

"Every citizen will receive a free upgrade. You will become like us."

YOU CAN EASILY SPOT THE CYBER CONTROLLER – HIS BRAIN IS ON SHOW!



CYBER WARS

The Daleks and Cybermen fought for supremacy, battling for every inch of planet Earth...



SMALL VICTORIES

From 'An Unimaginable War' by Professor J B Shilling

Many of the most interesting battles between Daleks and Cybermen went unnoticed in the panic and chaos of invasion. I saw one such encounter in a narrow alleyway in Aberdeen.

A group of the Cybermen, who

at this point appeared to be losing to the Daleks, decided to change their tactics. Instead of marching in a highly-structured formation, they adopted an ambush approach.

Using a single Cyberman as bait, the others hid, waiting for a small group of Daleks to approach. When

a Dalek came near, they opened fire, trying to hit the eyepiece and blind the creature. Several of the Cybermen surrounded their metal foe and attempted to rip off the upper part of the Dalek casing.

However, this tactic didn't last for long, and the ambush force was

SEARCH & FIND

1

Are there more Dalek or Cyberman blasts?

5pts

2

In total, how many Daleks can you see?

5pts

3

Where did this battle take place? (clue: read the story)

10pts

4

Which Cyberman has a slightly different helmet from the rest?

5pts

5

Can you see an exterminated human somewhere in the picture?

5pts

TURN TO DALEK PAGE 11
FOR THE ANSWERS

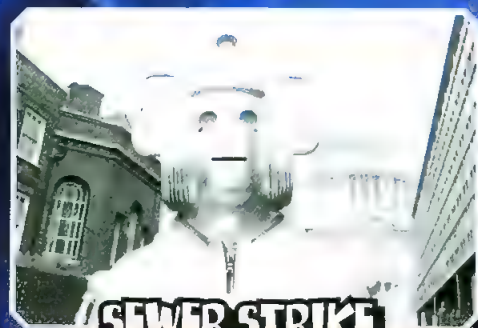
soon attacked by other Daleks, who showed no mercy. Blasts filled the air as the Daleks tried to win back their advantage.

Ultimately, neither side would reign supreme – another greater force was at play that day. What exactly happened to those two

species of metallic monstrosities is still covered in secrecy. Whether it was a secret government weapon, a vast magnet, or intervention by another alien species, no-one knows – but Cybermen and Daleks alike were swept into the skies, leaving the planet stunned.

CYBERMAN TIMELINE

Explore the history of the Cybermen and find out about their terrifying plots...



SEWER STRIKE

What's the plan? Hiding in the sewers, the Cybermen paralyse most of Earth's population with mind-controlling signals, then invade the planet.

Did they succeed? Missiles wipe out the invasion fleet. A further plot to explode a giant bomb is foiled when the Doctor destroys the radio beam guiding it to Earth.

c. AD 1970s
(The Invasion)

PLANET ATTACK

What's the plan? Sinister cyborgs from Mondas plot to invade Earth, drain it of energy and convert everyone into Cybermen.

Did they succeed? Mondas absorbs too much of the Earth's life force and explodes, killing the Cybermen.

AD 1986
(The Tenth Planet)

AD 1988
(Silver Nemesi)

c. AD 2006
(in parallel timeline)
(Rise of the Cybermen)

c. AD 2007
(Doomsday)



CYBER-BIRTH

What's the plan? John Lumic creates the Cybermen on a parallel Earth as a way to live forever. His creations then set about upgrading all humans...

Did they succeed? The Doctor transmits a code that restores the Cybermen's emotions, which makes them overload and die.

STATUE OF DEATH

What's the plan? The Cybermen want to capture a living-metal statue, which will allow them to transform the Earth into a new base planet.

Did they succeed? The Cybermen are destroyed by golden coins and arrows. The Doctor uses the strange statue to destroy the cyber-fleet.



VENGEANCE FROM THE VOID

What's the plan? Escaping the parallel world, five million Cybermen travel through the Void between universes and invade our Earth.

Did they succeed? The Daleks start to wipe out the Cybermen – but the Doctor traps them all back in the Void.

SPACE TERROR

What's the plan? The Cybermen attack a space station, planning to use it to invade Earth from.

Did they succeed? The Doctor destroys their spaceship with the laser gun on the space station. Spacewalking Cybermen attack, but are deflected into space.

AD 2070
(The Moonbase)

c. AD 21st century
(The Wheel in Space)

AD 2526
(Earthshock)

AD late 26th century
(Tomb of the Cyberman)

c. AD 30th century
(Revenge of the Cybermen)



SLEEPING DEATH

What's the plan? With their home planet destroyed, the Cybermen retreat to Telos and wait in frozen sleep for humans they can conquer.

Did they succeed? The Doctor refreezes the Cybermen and seals their tomb. He electrifies it so no one will be able to enter it again.

WEATHER WAR

What's the plan? The Cybermen try to steal the Gravitrone – a device that controls Earth's weather – from a Moonbase. They plan to cause chaos that will destroy humankind.

Did it succeed? The Doctor uses the Gravitrone on the moon's surface, which sends the Cybermen and all their ships flying out into space.



KILLER CRASH

What's the plan? The Cybermen want to crash a spaceship into Earth to destroy an interplanetary conference against them.

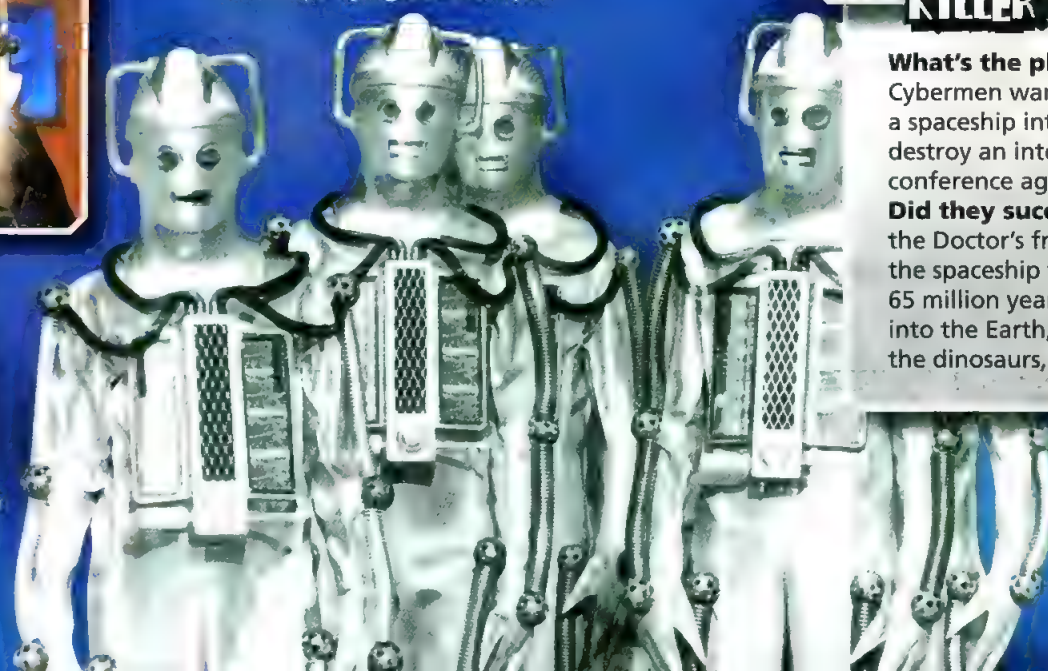
Did they succeed? Adric, the Doctor's friend, causes the spaceship to travel back 65 million years. It crashes into the Earth, wiping out the dinosaurs, and Adric.



CYBER-REVENGE

What's the plan? The Cybermen have lost a war because of their allergy to gold. The survivors invade a space beacon, from where they plan to destroy the gold planet Voga.

Did they succeed? A missile sent from Voga destroys the Cybermen's spaceship.



THE CYBER CONTROLLER'S

BRAIN

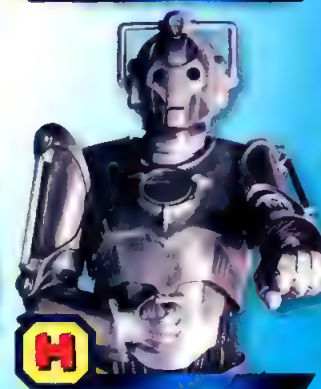
BLISTERS

THESE PUZZLES ARE
FAR TOO TOUGH FOR
PUNY HUMAN BRAINS!

HOW DID
YOU DO? LOOK AT
DALEK PAGE 11 FOR
THE ANSWERS

CYBER CRISIS!

There are some imposters in our midst. Look at the pictures below
and see if you can work out which two are real Cybermen.



CYBER SPARES!

You always need to be ready to upgrade people,
but only if you have enough cyber-parts. How many
complete Cybermen can you make out of these parts?

TOPTIP!

You need
a helmet,
a body,
two arms
and two
legs for each
Cyberman!



TESTING TIMES

Before you can be fully upgraded you need to prove yourself. Have you learnt absolutely everything about the Cybermen yet?

1 What was the name of the creator of the Cybermen?

- a. John Lumic
- b. Jack Light
- c. John Llama

2 Who did he become after upgrading?

- a. Cyber Leader
- b. Cyber Controller
- c. Cyber King

3 What did the Cybermen follow through the Void?

- a. The Sphere
- b. The Cube
- c. The Dodecahedron

4 What were the Cybermen covered in after travelling through the Void?

- a. Voidsnuff
- b. Voidfluff
- c. Voidstuff

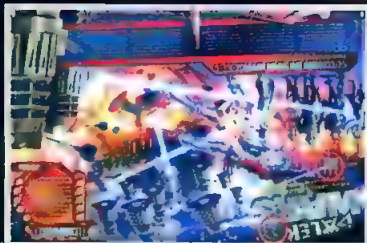
BRAIN POWER

As a Cyberman, you should be able to work out the trickiest problems. If you typed these words into a mobile how would you abbreviate them? We've given you the last letter as a clue, but can you work out which 5-letter word will unlock the door?

SEE WHY BE YOU

S

DALEK PUZZLE ANSWERS



TARGET PRACTICE

TESTING TIMES
Q1. b) The Time War
Q2. c) Cult of Skaro
Q3. b) Mr Diagoras
Q4. a) Genesis Ark
DALEK WARS
Q1. 5
Q3. Albert Jupp
Q4. 23
Q2 & Q5:



SPOT THE DIFFERENCE



DALEK DILEMMA

TOP 10

BEST CYBERMAN MOMENTS!

The Cybermen's hunger for power is almost unstoppable. Here's a closer look at their most shocking moments...

CYBER CONTROLLER

THE AGE OF STEEL

John Lumic had hoped to live forever after being upgraded, but the Cyber Controller fell to his death from one of the airships into a fiery grave...

ANDROID

EARTHSHOCK

The Cybermen don't always work alone - in the past they used these face-less, killer robots to protect them.

TOMB RAIDERS

TOMB OF THE CYBERMEN

Hidden in strange tombs deep inside a mountain on Telos, the Cybermen waited for humans to find them.

SMASHING!

RISE OF THE CYBERMEN

The Cybermen broke into the Tyler mansion to get to the president. They smashed in through the windows.

ZAPPED!

THE FIVE DOCTORS

The Cybermen had no chance against the Raston Warrior Robot, the most perfect killing machine ever!

SEWERHIDE-OUT

THE INVASION

Until the Cybermen attacked, Londoners had no idea that terrifying creatures were living beneath their feet in the sewers.

UPGRADING...

THE AGE OF STEEL

The last thing Cybus victims saw before being upgraded were petrifying sharp tools and their new 'face'.

DOCTOR CORNERED

THE AGE OF STEEL

It looked as if the Cybermen had got the better of the Doctor when they surrounded him. But he had a handy energy crystal in his pocket...

GHOSTS

ARMY OF GHOSTS

Probably the sneakiest approach the Cybermen ever used - they tricked everyone into thinking they were friendly ghosts!

TORCHWOOD TERROR

DOOMSDAY

It didn't matter how important anyone was - if the Cybermen caught them, they would be upgraded...

S CYBERMEN

IN TIME... WHO WINS? YOU DECIDE!

GAME SET UP

Choose who will be Daleks and who will be Cybermen. You have an equal chance of winning with either side. The aim of the game is to get all your cards to the centre of the board first.

Each player gets a random card and rolls their dice. Place them in the starting positions on of the board.

Roll the Dalek/Cyberman dice to decide who goes first – whoever is playing with the creature rolled, starts.

Roll the dice and move your card the number of squares shown.

RULES

Roll the Dalek/Cyberman dice to see who decides the battle method. If you choose strength, compare power ratings and if you choose skill both players have to roll the number dice to see who wins.

The loser's card has to go back five spaces. If it's a draw, both cards go back two.

WHY NOT
PLAY WITHOUT
CARD CLASHES
FOR A QUICKER
GAME?

YOU ALSO HAVE
TO STOP AT EVERY
VOID SWIRL YOU
PASS, BUT IT DOES
MEAN YOU'RE SAFE
FROM CARD CLASHES
FOR A BIT!



DVC13

CYBER LEADER



LB 100

INTELLIGENCE	7200	6900
AGILITY	7400	7800
STAMINA	6800	7100
SPECIAL ABILITIES	7000	7300
FEAR FACTOR	8500	8800

This card reduces the red ratings on all non-Cyberman cards by 2000.

DALEK CYBERMEN

DVC16

CYBERMAN GROUP



LB 100

INTELLIGENCE	7200	6900
AGILITY	7400	7800
STAMINA	6800	7100
SPECIAL ABILITIES	7000	7300
FEAR FACTOR	8500	8800

This card reduces your opponent's Agility and Fear Factor by 2500 each.

DALEK CYBERMEN

DVC17

ADVANCE GUARD



LB 100

INTELLIGENCE	7200	6900
AGILITY	7400	7800
STAMINA	6800	7100
SPECIAL ABILITIES	7000	7300
FEAR FACTOR	8500	8800

Use this card to defeat any Human card your opponent plays.

DALEK CYBERMEN

DVC04

CYBERMAN

(ELECTRO-ATTACK)



LB 100

INTELLIGENCE	7200	6900
AGILITY	7400	7800
STAMINA	6800	7100
SPECIAL ABILITIES	7000	7300
FEAR FACTOR	8500	8800

When you play this card all your opponent's ratings drop by 1500.

DALEK CYBERMEN

DVC14

CYBER CONTROLLER

(ATTACKING)



LB 100

INTELLIGENCE	7200	6900
AGILITY	7400	7800
STAMINA	6800	7100
SPECIAL ABILITIES	7000	7300
FEAR FACTOR	8500	8800

This card stops your opponent playing a bonus card.

DALEK CYBERMEN

DVC02

CYBER CONTROLLER



LB 100

INTELLIGENCE	6800	6800
AGILITY	6900	2700
STAMINA	7000	6800
SPECIAL ABILITIES	7300	7500
FEAR FACTOR	8700	8500

When you play this card it reduces the other player's Stamina and Intelligence by 1500 each.

DALEK CYBERMEN

DVC10

CYBERMAN

(DEMO-LISHER)



LB 100

INTELLIGENCE	7200	6900
AGILITY	7400	7800
STAMINA	6800	7100
SPECIAL ABILITIES	7000	7300
FEAR FACTOR	8500	8800

When you play this card all your opponent's ratings drop by 1500.

DALEK CYBERMEN

DVC08

CYBERMAN



LB 100

INTELLIGENCE	7200	6900
AGILITY	7400	7800
STAMINA	6800	7100
SPECIAL ABILITIES	7000	7300
FEAR FACTOR	8500	8800

When you play this card your opponent's Agility and Stamina both drop by 1000.

DALEK CYBERMEN

DVC06

CYBERMAN IN PAIN



LB 100

INTELLIGENCE	7200	6900
AGILITY	6800	3800
STAMINA	2200	2600
SPECIAL ABILITIES	4700	5900
FEAR FACTOR	5800	5200

When you play this card it decreases your opponent's Stamina by 2000.

DALEK CYBERMEN

DVC03

DALEK

(WITH BUZZ-SAW WEAPON)

100
80
60
40
20

INTELLIGENCE	8500	8400
AGILITY	6700	6900
STAMINA	7400	7300
SPECIAL ABILITIES	7900	8100
FEAR FACTOR	8100	8200

When you play this card it reduces all your opponent's red ratings by 2000.

C DALEK vs CYBERMEN 03/18

DVC05

DAMAGED DALEK

100
80
60
40
20

INTELLIGENCE	8500	8400
AGILITY	6700	6900
STAMINA	7200	7500
SPECIAL ABILITIES	8000	8200
FEAR FACTOR	8500	8100

This card reduces your opponent's Intelligence by 2000.

C DALEK vs CYBERMEN 05/18

DVC07

DALEK

(EXTERMINATOR ATTACK)

100
80
60
40
20

INTELLIGENCE	8500	8400
AGILITY	6700	6900
STAMINA	7200	7500
SPECIAL ABILITIES	8000	8200
FEAR FACTOR	8500	8100

This card reduces your opponent's Agility and Stamina by 3000 each.

C DALEK vs CYBERMEN 07/18

DVC01

DALEK MUTANT

100
80
60
40
20

INTELLIGENCE	8500	8400
AGILITY	3000	3900
STAMINA	7300	7400
SPECIAL ABILITIES	3900	4100
FEAR FACTOR	8300	8000

When you play this card your opponent's Fear Factor will be reduced by 2000.

C DALEK vs CYBERMEN 01/18

DVC11

DALEK EMPEROR

100
80
60
40
20

INTELLIGENCE	9000	8200
AGILITY	500	1200
STAMINA	9000	8900
SPECIAL ABILITIES	8500	8600
FEAR FACTOR	9400	9100

Reduce all your opponent's ratings by 3000 when you play this card.

C DALEK vs CYBERMEN 11/18

DVC13

DALEK SEC HYBRID

100
80
60
40
20

INTELLIGENCE	8800	8600
AGILITY	7100	7000
STAMINA	7700	7300
SPECIAL ABILITIES	8400	8500
FEAR FACTOR	7300	7200

When you play this card it decreases your opponent's Special Abilities by 2000.

C DALEK vs CYBERMEN 13/18

DVC15

DALEK

(UNDERWATER MODE)

100
80
60
40
20

INTELLIGENCE	8600	8500
AGILITY	7800	7900
STAMINA	8800	8400
SPECIAL ABILITIES	8500	8300
FEAR FACTOR	8900	8700

When you play this card it reduces your opponent's Agility and Stamina by 2000 each.

C DALEK vs CYBERMEN 15/18

DVC09

DALEK

(SUCKER ATTACK)

100
80
60
40
20

INTELLIGENCE	8600	8500
AGILITY	6700	6900
STAMINA	7300	7600
SPECIAL ABILITIES	8000	8200
FEAR FACTOR	8600	8300

When you play this card it decreases any opponent's Intelligence by 5000.

C DALEK vs CYBERMEN 09/18

DVC17

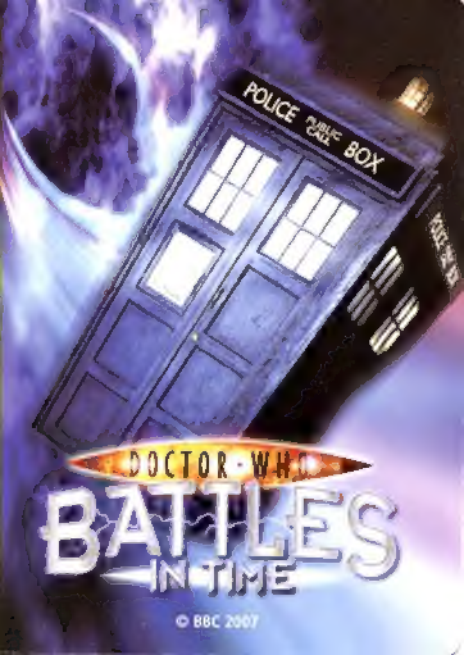
DALEK SEC

100
80
60
40
20

INTELLIGENCE	8500	8400
AGILITY	6800	7100
STAMINA	7700	7300
SPECIAL ABILITIES	8300	8500
FEAR FACTOR	8600	8400

If you cannot win, save this card from defeat by activating the Emergency Temporal Shift.

C DALEK vs CYBERMEN 17/18



POLICE PUBLIC CALL BOX

DOCTOR • WHO

BATTLES IN TIME

© BBC 2007

EACH PLAYER IS ONLY ALLOWED TO PLAY WITH ONE DALEK SEC OR ONE CYBER LEADER CARD!

DALEKS VS CYBERMEN

THE ULTIMATE BATTLE IN TIME... WHO WINS? YOU DECIDE!

YOU WILL NEED

- 4 Dalek cards
- 4 Dalek bases
- 4 Cyberman cards
- 4 Cyberman bases
- 1 normal dice
- 1 Dalek/Cyberman dice

GAME SET UP

Choose who will be Daleks and who will be Cybermen. You have an equal chance of winning with either side. The aim of the game is to get all your cards to the centre of the board.

Each player picks 4 random cards and fits them into the bases. Place them on the starting positions on of the board.

Roll the Dalek/Cyberman dice to decide who goes first – whoever is playing with the creature rolled, starts.

Roll the dice and move one card the number of squares shown.

WHY NOT PLAY WITHOUT CARD CLASHES FOR A QUICKER GAME?

GAME RULES

If you land on a Power Play spot, throw the Dalek/Cyberman dice and follow the instructions on the board.

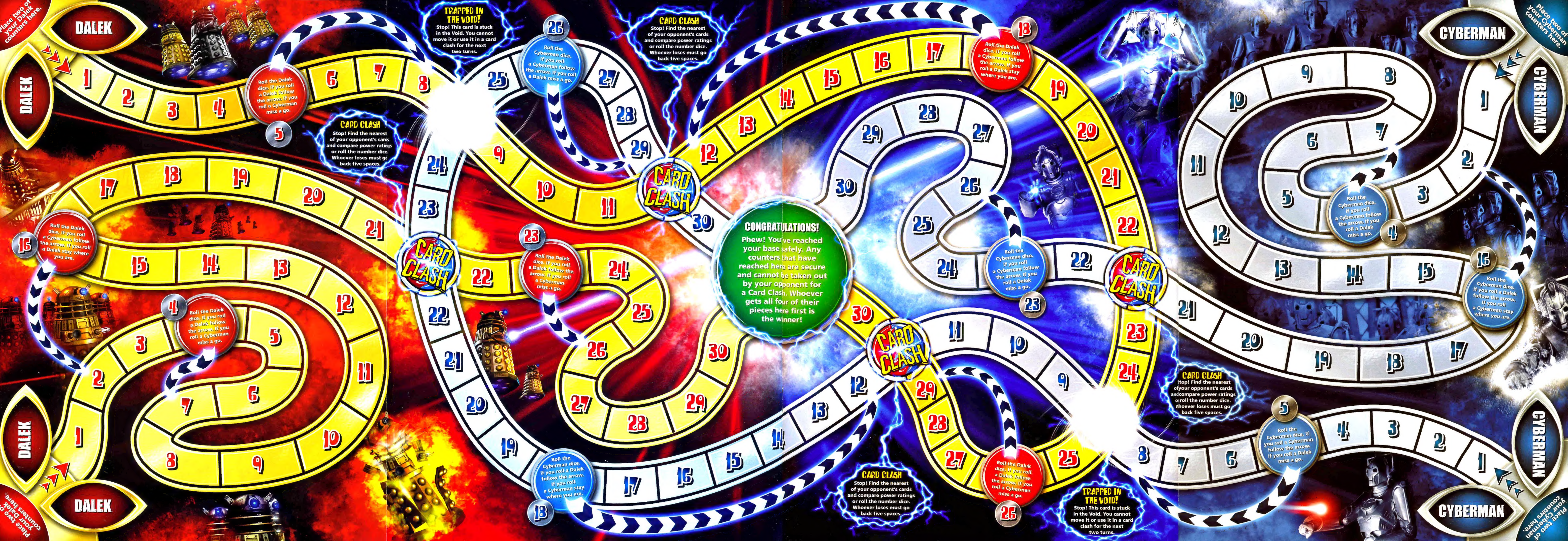
You have to stop at every Card Clash you pass. At these points you must go head-to-head with whichever of your opponent's cards is nearest.

Roll the Dalek/Cyberman dice to see who decides the battle method. If you choose strength, compare power ratings and if you choose skill both players have to roll the number dice to see who wins.

The loser's card has to go back five spaces. If it's a draw, both cards go back two.

YOU ALSO HAVE TO STOP AT EVERY VOID SWIRL YOU PASS, BUT IT DOES MEAN YOU'RE SAFE FROM CARD CLASHES FOR A BIT!





Place two of your Dalek counters here.

DALEK

DALEK

CYBERMAN

Place two of your Cyberman counters here.

CYBERMAN

CYBERMAN

CYBERMAN

Place two of your Cyberman counters here.

TRAPPED IN THE VOID!
Stop! This card is stuck in the Void. You cannot move it or use it in a card clash for the next two turns.

CARD CLASH
Stop! Find the nearest of your opponent's cards and compare power ratings or roll the number dice. Whoever loses must go back five spaces.

CARD CLASH
Stop! Find the nearest of your opponent's cards and compare power ratings or roll the number dice. Whoever loses must go back five spaces.

CARD CLASH
Stop! Find the nearest of your opponent's cards and compare power ratings or roll the number dice. Whoever loses must go back five spaces.

TRAPPED IN THE VOID!
Stop! This card is stuck in the Void. You cannot move it or use it in a card clash for the next two turns.

CONGRATULATIONS!
Phew! You've reached your base safely. Any counters that have reached here are secure and cannot be taken out by your opponent for a Card Clash. Whoever gets all four of their pieces here first is the winner!

CARD CLASH
Stop! Find the nearest of your opponent's cards and compare power ratings or roll the number dice. Whoever loses must go back five spaces.

Roll the Cyberman dice. If you roll a Dalek follow the arrow. If you roll a Cyberman stay where you are.

Roll the Dalek dice. If you roll a Dalek follow the arrow. If you roll a Cyberman miss a go.

Roll the Dalek dice. If you roll a Dalek follow the arrow. If you roll a Cyberman miss a go.

Roll the Cyberman dice. If you roll a Cyberman follow the arrow. If you roll a Dalek miss a go.

Roll the Cyberman dice. If you roll a Cyberman follow the arrow. If you roll a Dalek miss a go.

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Roll the Dalek dice. If you roll a Cyberman follow the arrow. If you roll a Dalek stay where you are.